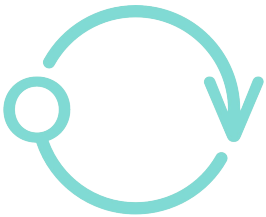

ORBITVU

SEE MORE

ORBITVU EDITOR V. 2.2

User's Manual

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General information

This manual applies to 2.2.1 software version

Document revision: 1.7

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Requirements

Operating system:

- Microsoft Windows XP with Service Pack 2
- Microsoft Windows Vista with Service Pack 2 and all latest updates installed
- Microsoft Windows 7 32-bit and 64-bit (run in 32-bit compatibility mode)
- MAC OS X 10.5 Leopard – Intel only
- MAC OS X 10.6 Snow Leopard
- MAC OS X 10.7 Lion

Minimal hardware Requirements: Intel Pentium 4 2GHz, AMD Athlon™ 64 2800+, 1 GB RAM, 300MB HDD for software, 500GB for projects

Recommended hardware requirements: Intel Core i5 4-cores, >2GHz, 2GB RAM, 3000 HDD for software, SSD 500GB for projects

Digital still camera support:

Nikon and Canon DSLR cameras as specified on www.orbitvu.com web site.

Introduction

ORBITVU EDITOR application is a part of ORBITVU – a solution designed to make 360º product photography easy. The system consists of:

- ORBITVU device (for example ORBITVU HEAD/SPIDER) which allows you to rotate a photographed object
- ORBITVU EDITOR
- ORBITVU VIEWER - Flash/HTML5 360º presentation player
- ORBITVU SUN – server platform, which allows you to easily distribute 360º content over Internet

ORBITVU EDITOR main features:

- remote capture control of digital still camera
- remote control of ORBITVU HARDWARE
- batch editing of captured images (crop, levels, brightness, sharpness, saturation)
- export of 360º zoom-able presentations in ORBITVU VIEWER file format,

- export of 360º animations to Adobe Flash or *.gif formats
- export of 360º animations to *.avi, *wmf and *.mpg formats
- 360º presentations upload to ORBITVU SUN server
- MAC OS X and Windows compatible
- Image group move in sequence window
- Image repeat functions added to sequence window toolbar
- Mouse dragging in preview window rotates the object

Versions

ORBITVU EDITOR is available in to versions STANDARD and PRO. STANDARD version is limited in functionality comparing with PRO version.

Legal notes

ORBITVU EDITOR is delivered with ORBITVU VIEWER BASIC licence.

ORBITVU EDITOR is copyrighted and its use requires a licence.

Ventis s.c. is the owner of the ORBITVU software.

Licence details can be found in *licence.rtf* file in application installation folder.

ORBITVU and ORBITVU logotype are registered trademarks of Ventis s.c.

Release notes

Changes from versions 2.1.2:

- Background highlight in preview window
- MAC OS X 10.7 Lion compatibility
- Nikon D5100 compatibility
- AVI, MPG export (still broken under OS X Lion)
- Image group move in sequence window
- Image repeat functions added to sequence window toolbar
- Mouse dragging in preview window rotates the object
- Color saturation in Edit window
- Minor bugs & fixes

Step by step installation on Windows

ORBITVU EDITOR is supplied as a single executable file. To install ORBITVU EDITOR run the file ORBITVU_EDITOR_v2.2.exe.

A window as shown below will appear:

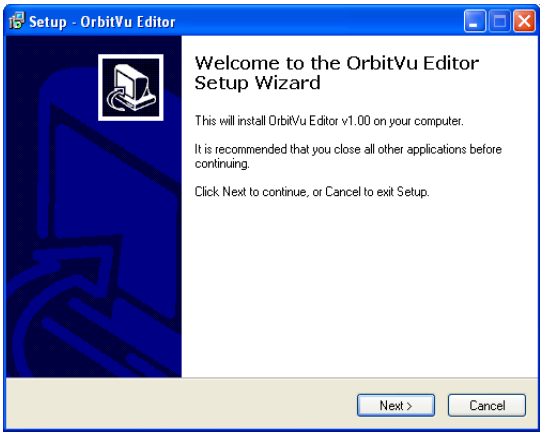

Setup - OrbitVu Editor
Welcome to the OrbitVu Editor Setup Wizard
This will install OrbitVu Editor v1.00 on your computer.
It is recommended that you close all other applications before continuing.
Click Next to continue, or Cancel to exit Setup.
Next >
Cancel

Fig. 1: Installation box

Click ***Next***

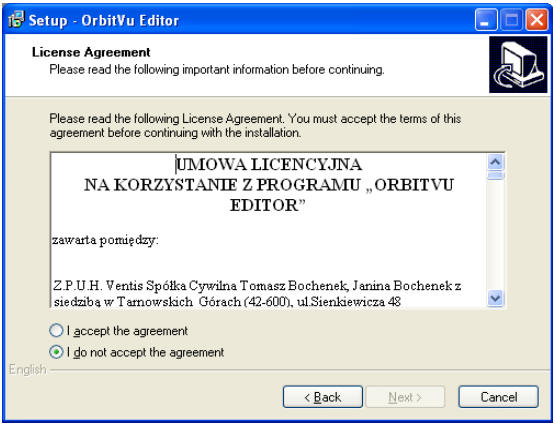

Setup - OrbitVu Editor
License Agreement
Please read the following important information before continuing.
Please read the following License Agreement. You must accept the terms of this agreement before continuing with the installation.
UMOWA LICENCYJNA
NA KORZYSTANIE Z PROGRAMU „ORBITVU EDITOR"
zawarta pomiędzy:
Z.P.U.H. Ventis Spółka Cywilna Tomasz Bochenek, Janina Bochenek z siedzibą w Tarnowskich Górach (42-600), ul.Sienkiewicza 48
I accept the agreement
I do not accept the agreement
English
< Back
Next >
Cancel

Fig. 2: Licence agreement box

License agreement box will appear: Mark „***I accept the agreement"*** and click ***Next.***

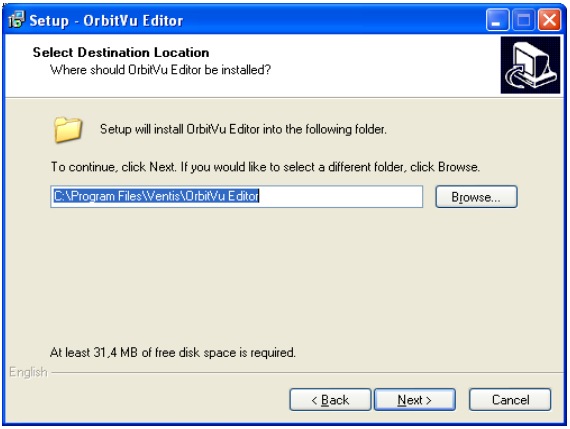

Setup - OrbitVu Editor
Select Destination Location
Where should OrbitVu Editor be installed?
Setup will install OrbitVu Editor into the following folder.
To continue, click Next. If you would like to select a different folder, click Browse.
C:\Program Files\Ventis\OrbitVu Editor
Browse...
At least 31.4 MB of free disk space is required.
English
< Back
Next >
Cancel

Fig. 3: Installation location box

Choose a folder in which you want ORBITVU EDITOR to install or just click ***Next*** for default location.

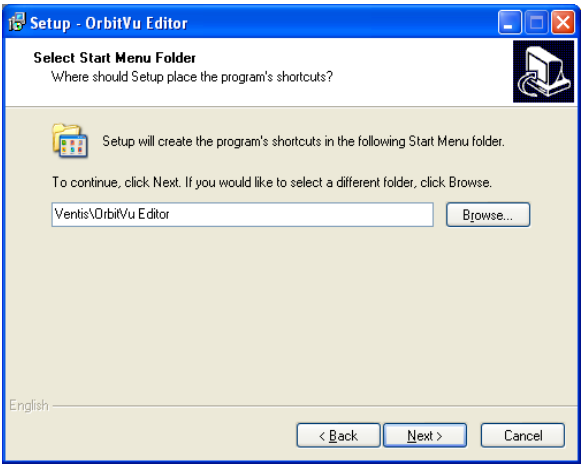
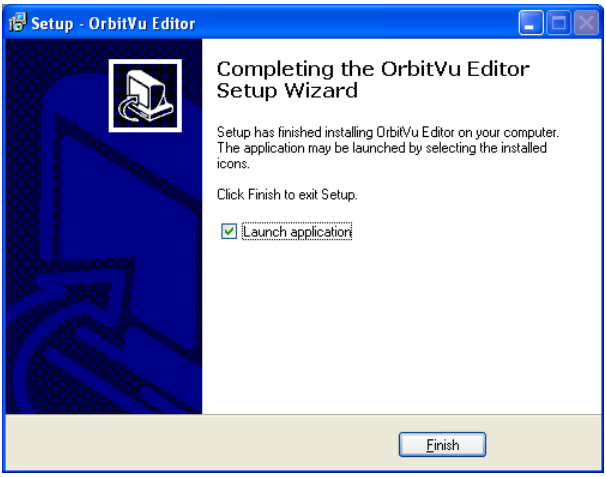

Setup - OrbitVu Editor
Select Start Menu Folder
Where should Setup place the program's shortcuts?
Setup will create the program's shortcuts in the following Start Menu folder.
To continue, click Next. If you would like to select a different folder, click Browse.
Ventis\OrbitVu Editor
Browse...
English
< Back
Next >
Cancel

Fig. 4: Menu start shortcut box

Select start menu short cut or leave default and click ***Next***


Setup - OrbitVu Editor
Completing the OrbitVu Editor Setup Wizard
Setup has finished installing OrbitVu Editor on your computer. The application may be launched by selecting the installed icons.
Click Finish to exit Setup.
Launch application
Finish
Fig. 5: Installation complete box

Application is installed. Click **Finish**.

Step by step installation on MAC OS X

ORBITVU EDITOR is supplied as a single executable file. To install ORBITVU EDITOR run the file ORBITVU_EDITOR_2.2.x.pkg.

A window as shown below will appear:

Fig. 6: Mac installer window

Click ***Continue***

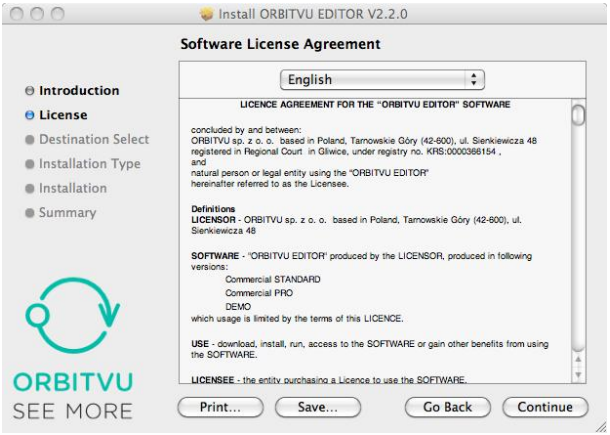
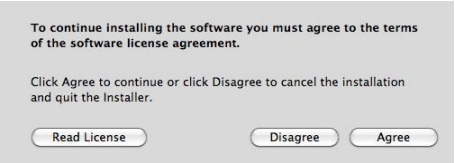

Install ORBITVU EDITOR V2.2.0
Software License Agreement
Introduction
License
Destination Select
Installation Type
Installation
Summary
English
LICENCE AGREEMENT FOR THE "ORBITVU EDITOR" SOFTWARE
concluded by and between:
ORBITVU sp. z o. o. based in Poland, Tarnowskie Góry (42-600), ul. Sienkiewicza 48 registered in Regional Court in Gliwice, under registry no. KRS:0000386154 ,
and
natural person or legal entity using the "ORBITVU EDITOR"
hereinafter referred to as the Licensee.
Definitions
LICENSOR - ORBITVU sp. z o. o. based in Poland, Tarnowskie Góry (42-600), ul. Sienkiewicza 48
SOFTWARE - "ORBITVU EDITOR" produced by the LICENSOR, produced in following versions:
Commercial STANDARD
Commercial PRO
DEMO
which usage is limited by the terms of this LICENCE.
USE - download, install, run, access to the SOFTWARE or gain other benefits from using the SOFTWARE.
LICENSEE - the entity purchasing a Licence to use the SOFTWARE.
ORBITVU
SEE MORE
Print...
Save...
Go Back
Continue

Fig. 7: Mac installer - license agreement

Chose installation language, read license and press ***Continue.*** You will be asked to accept license agreement.


To continue installing the software you must agree to the terms of the software license agreement.
Click Agree to continue or click Disagree to cancel the installation and quit the Installer.
Read License
Disagree
Agree
Fig. 8: Mac installer - accept license agreement

Press ***Agree*** button to proceed.

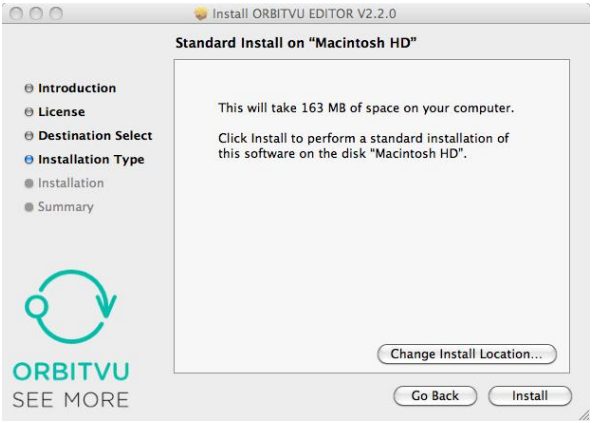


Fig. 9: Mac installer - install location

Press ***Install*** to install ORBITVU EDITOR in default location. You can change it pressing ***Change Install Location...*** button.

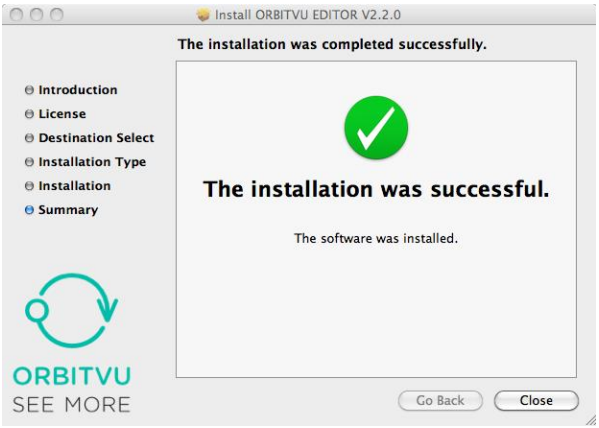


Fig. 10: Mac installation complete

Click ***Close*** after successful installation. ORBITVU EDITOR can be run from the Applications folder.

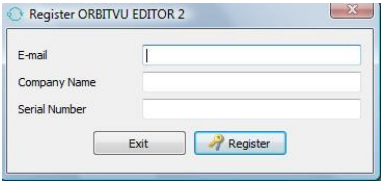


Fig. 11: Registration

When ORBITVU EDITOR is run for the first time you have to provide registration data – serial number and e-mail. You should receive this information from your supplier.

Using ORBITVU EDITOR

Default folder structure

By default ORBITVU stores its files in predefined location. During installation it creates "orbitvu" folder in user's default Documents folder. All user's projects are being saved into "projects" sub folder 360º presentation files are being saved into "presentations" sub folder You can always change the default locations in Preferences. ORBITVU VIEWER is automatically placed in "presentations" sub folder

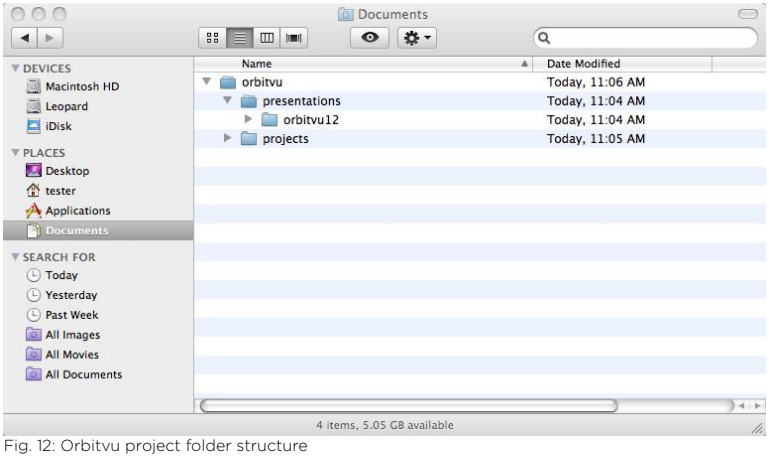


Fig. 12: Orbitvu project folder structure

Main window

ORBITVU EDITOR was designed for multi monitor operation. It's functionality was separated into several "functional windows". By default the main application window includes all functional windows organized in left, right and bottom panels. You can change windows layout, switch them on/off and de-attach to place outside main application window.

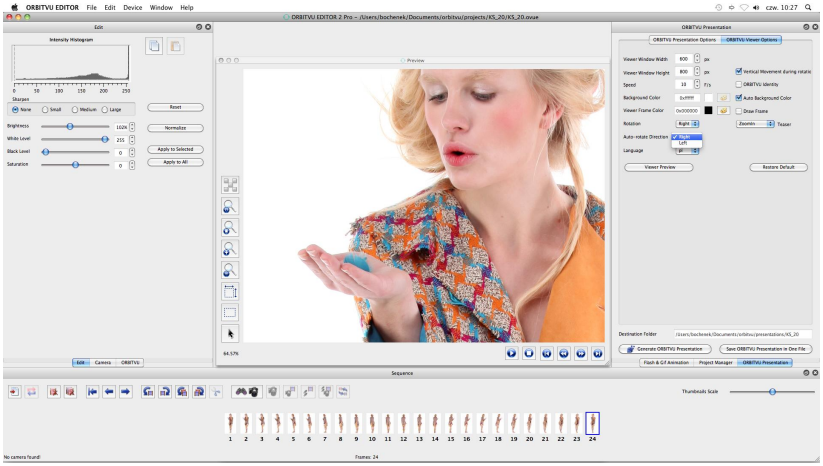


Fig. 13: Main window

Working with functional windows

To switch off unused window clicking in the top right corner of the window or uncheck window in the ***Window*** menu

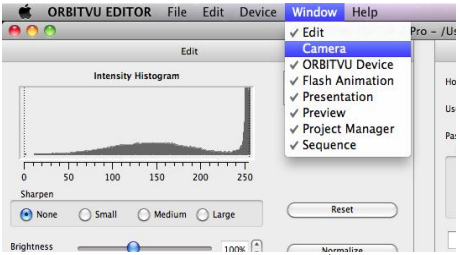


Fig. 14: Functional windows switching on/off

To switch on the window check the window name in the ***Window*** menu

You can de-attach each window by clicking in the top right corner of the window or just by clicking on window title (e.g. Edit) and dragging it around. You can move functional window outside main window, e.g. to locate it on another monitor desktop.

Application will try to group windows in left, right or bottom panes – when you drag the

window close to one of this areas, application will try to add the window to the group.

Functional windows:

- Project manager – project management and upload to ORBITVU SUN server
- Camera – digital camera control
- ORBITVU – orbitvu hardware control
- Preview – frame preview
- Edit – batch editing
- Flash & GIF Animation – 360º animations export
- ORBITVU Presentation – 360º zoomable ORBITVU presentation export
- Sequence – image sequence management

Main window menu

File menu:

- New Project – create a new project
- Open Project – open an existing project
- Import Files – import files from filesystem into sequence
- Save As – save a project as a new one (copy)
- Save – save an opened project
- Project Settings – change project settings
- Exit – quit application

Edit menu:

- Preferences (Windows) – editor preferences
- Special Characters... (Mac) – MAC OS X default menu item for entering special characters

ORBITVU EDITOR menu (Mac only):

- About ORBITVU EDITOR – about dialog
- Preferences... - editor preferences

Device menu:

- Find Camera – find digital still camera connected with USB
- Find ORBITVU Device – find ORBITVU hardware connected with USB

Window menu – list of functional windows as specified in Working with functional windows

Help menu:

- Register – register dialog
- About (Windows) – about dialog

Working with projects

Project settings

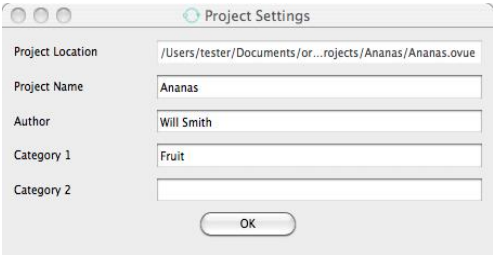


Fig. 15: Project settings dialog

Project Settings dialog pops – up automatically when the application is started.

- **Project location**: folder in which project files will be saved: images captured from camera, configuration files, etc.
- **Project name**: name of the project. A folder with this name will be automatically created in projects folder
- **Author**: project author
- **Category 1, Category 2**: project categories you can assign to each project. You can define your category names in Application Preferences. You can use categories to filter projects in ***Project manager***

In any time you can change project settings in menu ***File → Project settings***

Save project

Menu File → ***Save*** saves configuration files and changes to all images in the sequence.

Menu File → ***Save as...*** will show new project settings box. A new folder with a new configuration file will be created. All images will be copied to a new location and all changes applied.

Open an existing project

Menu File → ***Open project***

Double click on project in ***Project manager***

ORBITVU EDITOR Preferences

Menu Edit → ***Preferences*** (Windows)

Menu ORBITVU EDITOR → ***Preferences*** (Mac)

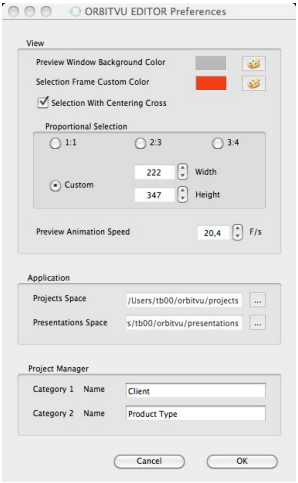


Fig. 16: Editor preferences dialog

Preview Window Background Colour: set background colour in preview window

Selection Frame Custom Colour: set selection colour

Selection With Centring Cross: turn on / off centring cross in selection mode

Proportional selection: selection ratio while drawing selection with CTRL

Preview Animation Speed: set animation speed (in frames per second) in preview window

Projects Space: default project saving location

Presentations Space: default presentations saving location

Category 1: user friendly category 1 name

Category 2: user friendly category 2 name

Camera functional window

In camera window you can connect to a digital still camera (list of currently supported cameras can be found on www.orbitvu.com), connected to your computer via USB port.

Fig. 17: Camera not connected

Once properly connected you can see ***Manufacturer*** details and ***Camera Name***, and you can release shutter to capture an image.

Fig. 18: Camera connected

ORBITVU functional window

In the window you can control ORBITVU HEAD and ORBITVU SPIDER hardware.

The control window consist of:

- Simple control tab
- Advanced control tab
- ORBITVU device control panel

Fig. 19: Orbitvu hardware control window

To use the control options you must connect to ORBITVU DEVICE first

ORBITVU device must be connected to your computer via USB port. When properly connected you will have all control options available and there will be ORBITVU DEVICE description below connect button.

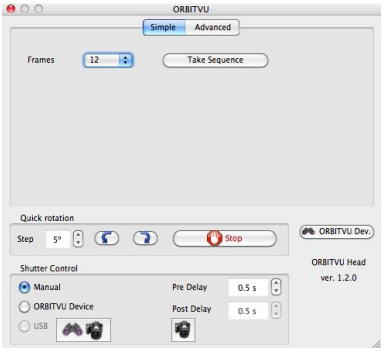


Fig. 20: ORBITVU hardware connected

Quick rotation:

- Step – single step rotation angle
- - rotate one step angle left
- - rotate one step angle right
- - stop rotation immediately

Shutter control:

- Manual – ORBITVU device will not control camera shutter, you must release shutter manually (set longer ***Pre Delay*** to be able to release shutter manually)
- ORBITVU Device – shutter connector on device panel (requires shutter release cable to be connected to camera)
- USB – release shutter and capture images directly from camera with USB (camera must be connected to use this option)
- Pre Delay – delay in seconds after stopping the device and before release shutter
- Post Delay – delay in seconds after releasing shutter and starting next step angle

ORBITVU DEVICE operation was divided into ***Simple*** and ***Advanced*** tabs.

Simple Control Tab

In the ***Simple*** tab you just set the number of ***Frames*** in the sequence and press ***Take Sequence*** button. ORBITVU DEVICE will calculate step angles and will automatically rotate the device stopping at each angle, capturing the specified number of images (in USB shutter control mode) and downloading them. When using ***ORBITVU Device*** or ***Manual*** shutter release options, you need to import images manually into editor.

Advanced Control Tab (PRO Version)

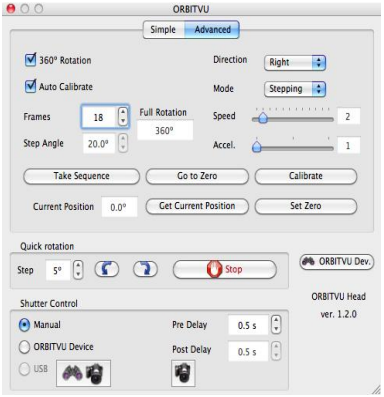


Fig. 21: Orbitvu hardware advanced control

Advanced control tab works in similar way to Simple control tab, but gives you more control over ORBITVU device:

- You can take a sequence of images not in full rotation mode (***360°°Rotation*** must be unchecked)
- Take a sequence of images in ***Stepping or Continuous*** mode
- Advanced control over speed and acceleration
- Setup zero position
- Control auto calibration options

Detailed description:

- ***360°°Rotation:*** if checked, ORBITVU Device will always take full turn rotation when capturing images otherwise it will take ***Frames*** number of images at ***Step Angle*** each.
- ***Auto Calibrate***: with this option turned on ORBITVU device will automatically compensate mechanical backlash in order to assure high rotation precision.
- ***Step Angle:*** set the angle between frames. If ***360°°Rotation*** is ON, modifying will automatically change ***Frames*** in order to make a full turn.
- ***Frames***: set the number of frames. If ***360°°Rotation*** is ON, modifying will automatically change ***Step Angle*** in order to make a full turn.
- ***Full Rotation:*** If ***360°°Rotation*** is OFF this box shows overall rotation degree that will be done (***Frame No. x Step Angle***).
- ***Direction***: set the rotation direction left / right.
- ***Mode***:
  - ***Stepping***: the ORBITVU device stops after each step angle. If one of the shutter release options is selected, the image will be taken.

    - ***Continuous:*** the ORBITVU device does not stop after each angle instead it release shutter at each step angle. Shutter mode must be ***ORBITVU Device.***
- ***Speed***: set ORBITVU device rotation speed
- ***Accel***: Angular acceleration of the ORBITVU device. The proper setting depends on the mass and size of the photographed object. The heavier and less stable the object is, the less value of this parameter is recommended.
- ***Take sequence***: start taking sequence of frames
- ***Set zero / Go to zero:*** set the zero position of the ORBITVU Device or go back to previously set zero position
- ***Calibrate:*** trigger calibration manually
- ***Get current position:*** read angular ORBITVU Device position
- ***Current position:*** displays current angular position of ORBITVU Device

Preview functional window

In preview window you can see in details the frame image selected in ***Sequence*** window.

Fig. 22: Preview window

Cancel selection

Zoom to original

Fit to window

Zoom in

Zoom out

Selection (described below)

Selection area dialog box

Highlight background pixels
This function tries to detect fully black (RGB value: 0) or white (RGB value: 255) background pixels and highlights them. Combined with black/white level can be used to achieve perfect 100% black or white background.

Selection

This tool allows to select a rectangular part of a picture. The selection is placed on each frame in the sequence. All frames can be cut at once to selection size. Pressing the CTRL button (Windows, CMD in MAC) will cause keeping the selection proportions as defined in ***Prefernces*** while changing it's size.

Selection Menu

Fig. 23: Preview selection

There is a menu in the selection mode which will appear after pressing the right mouse button (Windows) or CTRL + mouse button (Mac):

- ***Selection colour*** - set selection colour
- ***Helpers*** **–** add centring cross, selection ratio while using CTRL
- ***Select all*** **–** select the whole image
- ***Undo*** **–** take back last selection activity

Selection Area dialog

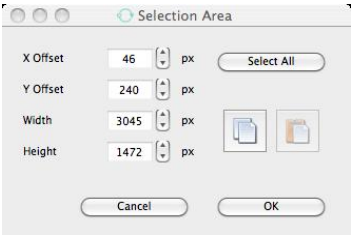


Fig. 24: Selection Area dialog

Allows numeric edition of current selection. It is possible to use the same cropping area through different projects to maintain the same aspect ration – use copy and paste icons.

Animation Preview

Start rotation

Stop

Go to first frame

Go to previous frame

Go to next frame

Go to last frame

Edit functional window

Allows to edit selected frame and apply changes to the whole sequence or just to selected frames. All changes are immediately visible in the preview window.

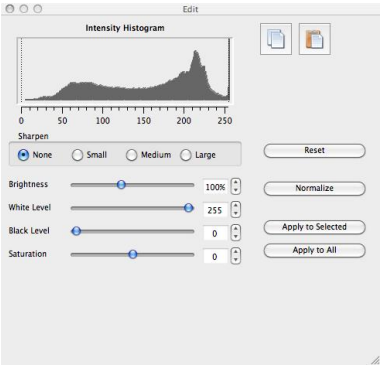


Fig. 25: Editing window

- ***Intensity histogram –*** displays selected frame intensity histogram
- ***Brightness*** – change brightness level
- ***White level*** – change range 0 – 255, a value will determine new point of white level.
- ***Black level*** – change range 0 – 255, a value will determine new point of black level
- ***Saturation*** – change range -100 – 100, a value will determine new point of saturation
- ***Normalize***– histogram normalization,
- ***Sharpen*** – applies sharpen filter to the frame
- ***Copy settings*** – save settings to clipboard
- ***Paste settings*** – load settings from clipboard
- ***Apply to Selected –*** apply changes to selected frames
- ***Apply to All*** – apply changes to all frames
- ***Reset*** – reset all changes

Sequence functional window

Sequence window enables you to quickly navigate and mange fames in the sequence.

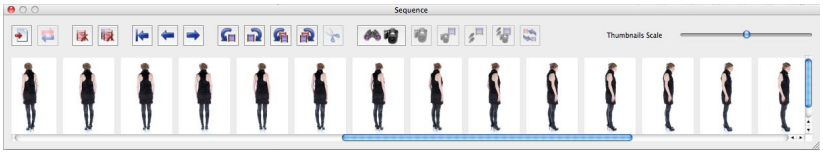


Fig. 26: Sequence window

Detailed description

Import images into sequence

Remove selected frame

Remove all frames

Make selected frame the first one

Rotate selected frame left

Rotate selected frame right

Rotate all frames left

Rotate all frames right

Crop images

Reload all frames

Connect to camera

Capture image from camera

Replace selected frame

Go to selected frame position

Go to selected frame position and replace the frame

Undo frame replacement

Thumbnail size will allow you dynamically change thumbnails size in the window.

Advanced control options (PRO Version)

While taking sequence of images, there are advanced control options available, which enable you to retake broken images in the sequence. This options are available in menu after right clicking a frame in the sequence. After reloading the project, this options are no longer available.

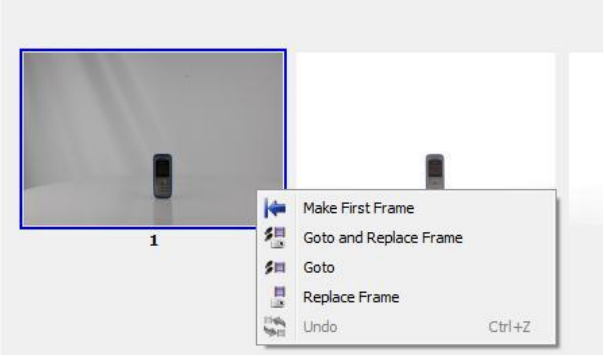


Fig. 27: Frame advanced control options

Detailed description:

- ***Make First Frame*** - Make the frame the first one
- ***Goto and Replace Frame*** – rotate ORBITVU Device to frame angle and retake the image
- ***Goto*** – rotate ORBITVU Device to frame angle
- ***Replace Frame*** – retake the frame image
- ***Undo –*** *undo frame retake*

Exporting into 360º web optimized file format

The application allows you to create 360º product views in GIF or Adobe Flash (swf) format. You can also export in ORBITVU VIEWER 360º zoom-able presentation format.

Comparison between file formats:

Feature	GIF Animation	Flash Animation	ORBITVU Presentation
Compression level	LOW	HIGH	HIGH
Colours	8-bit	24-bi	24-bit/32-bit
Interactive (manual rotation)	NO	YES	YES
Zoom	NO	NO	YES
Web optimised	YES	YES	YES
File format	.gif	.swf	HTML + folder with .jpg, xml files
File size	~1M	~700K	~15MB
Effective web size weight (size loaded to view by end user)	~1M	~700K	~800K
Advanced configuration options	NO	NO	YES
Safari iOS - iPad, iPhone, iPod compatible	YES	NO	YES
Requires viewer	NO	NO	YES

Flash & GIF animation functional window

Exports in GIF, SWF, AVI or WMF file formats.

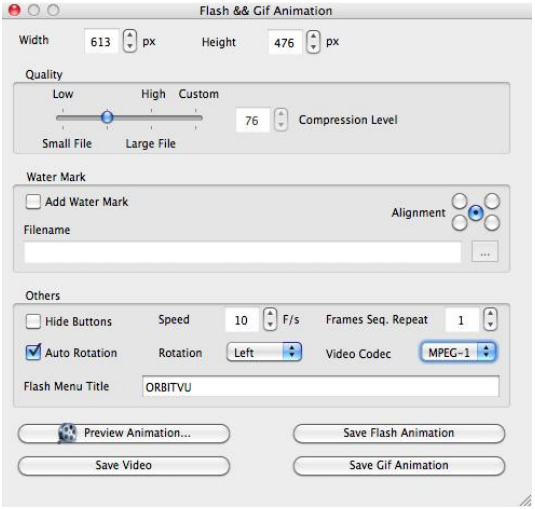


Fig. 28: Flash & GIF export window

Basic animation parameters:

- ***Width***: animation window widht
- **Height**: animation window height
- ***Quality***: set the quality of animation. In case of *.swf files it sets jpeg compression ratio. (Flash only)
- ***Add Water mark:*** set if animation should be water marked.
- ***Filename***: image file to use for watermark
- ***Alignment:*** water mark alignment
- ***Hide buttons: do*** not display manual/auto rotate buttons (Flash only)
- ***Speed***: the speed of animation in frames per second
- ***Frames seq. repeat:*** number of rotations when exporting to video file
- ***Video codec:*** video codec to export to: MPEG-1 or Windows Media Video
- ***Rotation***: select the rotation mode left / right / auto
- ***Flash menu title*** – set the title available in the menu shown after right mouse button click in in flash animation (Flash only)
- ***Preview animation***: generate animation and preview it the browser window
- ***Save Flash Animation –*** save animation in Shockwave Flash file format (SWF)

- ***Save Gif Animation*** – save animation in animated GIF file format
- ***Save Video Animation*** – save animation in MPEG or WMV file format

ORBITVU Presentation tab

ORBITVU EDITOR always contains VIEWER BASIC and DEMO versions.

VIEWER BASIC allows to redistribute it with presentations without additional license fees but it's full resolution is limited to 1024 px.

VIEWER DEMO is only to be used to preview 360 degree presentions in full resolution but its resolution is not allowed. Please, contact us at info@orbitvu.com additional information on available VIEWER licensing options

Generate ORBITVU VIEWER presentation

ORBITVU VIEWER presentation is made of number of configuration files and image files. Because of this it will be located in a separate folder in ***Presentations Space*** as defined in ***Preferences***. After generating presentation, it is possible to save it to one compressed file in .ovus format. To view the presentation you need a viewer, which can be further customised in ORBITVU Viewer Options tab. For your convenience ORBITVU EDITOR is supplied with DEMO version of ORBITVU VIEWER.

To generate presentation properly, make sure all of the images in the sequence have the same height and width.

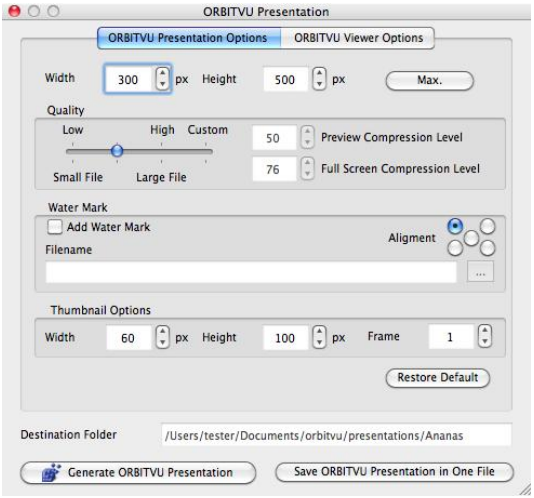


Fig. 29: ORBITVU presentation creation window

- ***Width***: maximal presentation width in pixels (at full zoom)
- ***Height***: maximal presentation height in pixels (at full zoom)
- ***Max:*** get maximal width/height
- Quality settings sets JPEG compression ratio / presentation quality for preview and fullscreen levels:

- ***Preview compression level –*** jpeg compression ratio for low scales used for initial 360º view downloading – use higher compression level for fast presentation preload on web page
- ***Full Screen Compression Level*** – jpeg compression ratio for high zoom scales – use lower compression ratio for high quality zooms. Does not effect presentation initial preload time on a web page.
- ***Low Quality -*** fast preload, but lower quality. Choose if loading speed is priority.
- ***High*** - medium preload speed. Good quality in small scales, high quality in large scales. Choose when quality is priority.
- ***Custom*** - set your own compression level.

- ***Thumbnail Options:*** each presentation includes one thumbnail file. Set ***Width, Height*** and ***Frame No.*** of the picture chosen for the thumbnail.
- ***Add Water mark***: set if the presentation is tagged with a water mark file. See: Watermark
- ***Aligment***: set watermark placement. See: Watermark
- ***Destination folder:*** folder to which your work will be saved
- ***Generate ORBITVU Presentation***: create presentation folder and preview in Browser window
- ***Save ORBITVU Presentation in One File:*** save generated presentation in a compressed file ****.ovus***

ORBITVU Viewer options tab

This tab enables you to customise ORBITVU VIEWER.

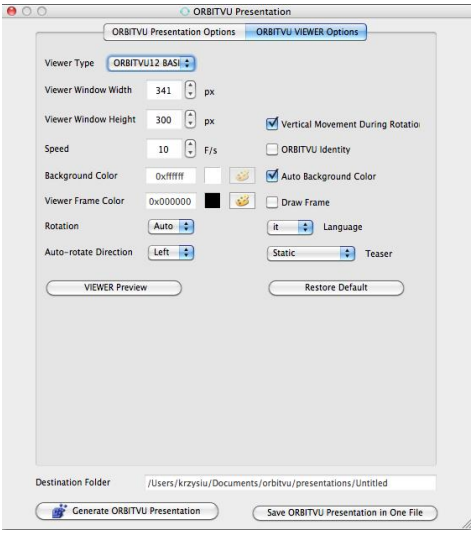


Fig. 30: ORBITVU VIEWER parameters window

ORBITVU VIEWER Options

- ***Viewer type*** : choose the type of VIEWER (BASIC or DEMO) for the presentation
- ***Viewer window Width / Height*** : sets initial presentation window size
- ***Speed*** : set the rotation speed in frames per second of the photographed object
- ***Background colour/ Frame colour*** : set the ***Background Colour*** (only with ***Auto Background Colour*** feature turned OFF) and the F***rame Colour*** (only with the ***Draw Frame*** feature turned ON) of your presentation
- ***Rotation*** : choose the direction of rotation (***Right, Left, Auto***)
- ***Auto-rotate Direction:*** direction while auto rotating
- ***Language***: choose button tool tip language
- ***Vertical movement during rotation***: mark to allow vertical movement during rotation
- ***Auto Background Colour*** : set the background colour to Auto
- ***Draw frame***: draw a frame around viewer window
- ***ORBITVU identity:*** show ORBITVU logo in the presentation and information under menu
- ***Teaser:*** controls presentation behaviour on start

ORBITVU presentation is created with sample HTML file, which you can use to place presentation on your web page.

For additional technical information see http://www.orbitvu.info

Project Manager functional window

Project manager facilitates finding and opening projects. To open a project just double click it in the table view below. You can also upload created presentations of selected projects to ORBITVU SUN server.

Project manager stores all information regarding projects in a database. You can always recreate the database by clicking ***Update Project Manager View***. Project manager will rescan ***Project Space*** folder and recreate the database.

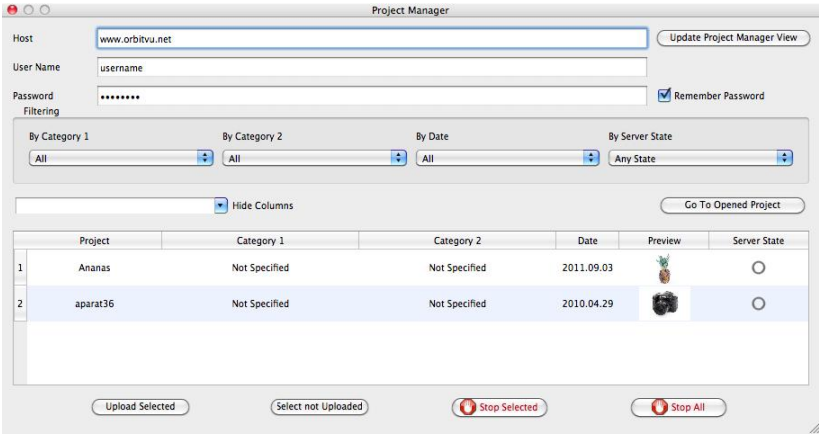


Fig. 31: Project manager window

Filtering

You can filter projects by categories, creation date or by server state.

Server State

Server state informs if the presentation has been already sent to server and if its is already created or not. Available states:

ORBITVU presentation is not created yet - cannot send it to ORBITVU SUN

ORBITVU presentation is created – can be sent to ORBITVU SUN, click to open presentation locally in web browser

ORBITVU is being sent to ORBITVU SUN

ORBITVU presentation is on ORBITVU SUN – click to open link on ORBITVU SUN server

There was an error while sending presentation to ORBITVU SUN server – to see error description move mouse over the status

Uploading presentations to ORBITVU SUN

Prior sending any presentation to ORBITVU SUN server you have to provide your user account information: ***User Name*** and ***Password*** and ORBITVU SUN compatible web server address (***Host***). You should receive basic ORBITVU SUN account with ORBITVU solution purchase. Select any number of projects with status or - you can use CTRL and SHIFT to select more than one presentation. Press ***Upload Selected*** to start uploading to server. You can check upload status by moving mouse over server status icon.

Select Not Uploaded will automatically select all presentations ready to be uploaded.

Stop Selected will stop selected transfer.

Stop All will stop all transfers.

Uploading by default runs in background process, so while uploading you can normally operate ORBITVU EDITOR.

Other Notes

Water mark notes

- Water Mark must be supplied in separate file in *.png format with transparency
- The size of the Water Mark should be adjusted to the size of the presentation (it is not scaled)
- Placement of the Water Mark depends on chosen ***Alignment***
- We recommend preparing the water mark in a graphic program like Corel Draw (or free alternative: www.inkspace.org). For example take a company logo, set the transparency to 10 – 15% and export it to *.png file.